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MARVEL® COMICS GROUP

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Based on characters and concepts created by Glen Larson for the television series Battlestar Galactica.™*

BATTLESTAR GALACTICA™*

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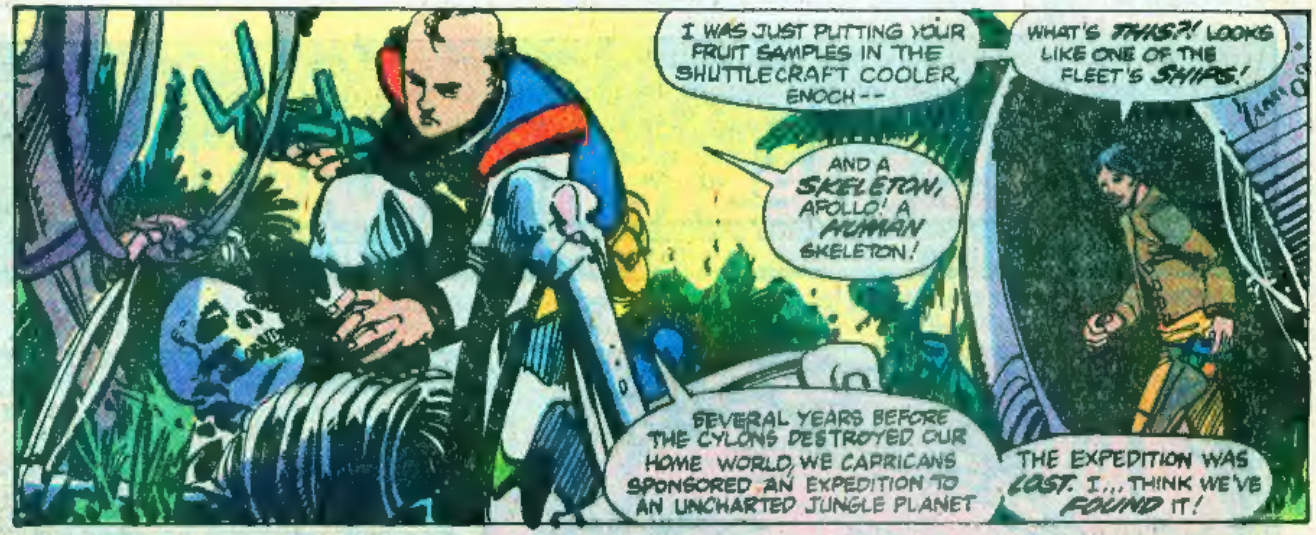
There are those who believe life here began out there, far across the universe, with tribes of humans who may have been the forefathers of the Egyptians. Or the Toltecs. Or the Mayans. Some believe there may yet be brothers of man who even now fight to survive somewhere beyond the heavens!

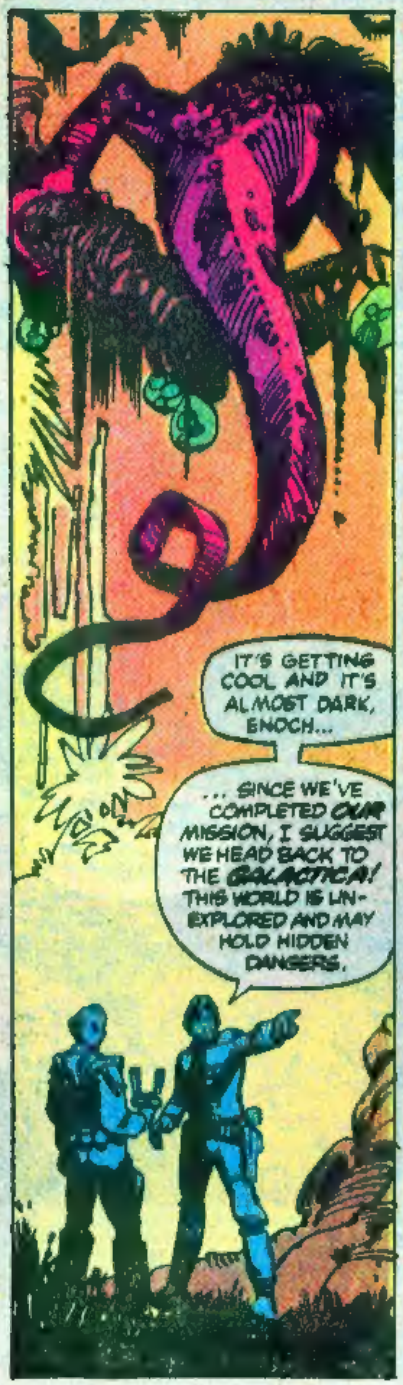
Stan Lee Presents: BattlestaR GALACTICA

Based on the television series Battlestar Galactica™ written and created by Glen Larson.

STEVEN GRANT / WALT SIMONSON, scripter / co-plotter/penciller
KLAUS JANSON, inker
COSTANZA, letterer
GROSSMAN, colorist
LOUISE JONES, editor
JIM SHOOTER, editor-in-chief

BATTLESTAR GALACTICA™ Vol. 1, No. 17, July, 1980 issue. Published by MARVEL COMICS GROUP, James E. Galton, President. Stan Lee, Publisher. OFFICE OF PUBLICATION: 575 MADISON AVENUE, NEW YORK, N.Y. 10022. Application for second class postage pending at New York, N.Y. and at additional mailing offices. Published monthly. Price 40¢ per copy in the U.S. and Canada. Subscription rate $6.00 for 12 issues. Canada, $6.00. Foreign, $7.00. All business inquiries should be addressed to Ed Shukin, Vice Pres. of Circulation. Copyright © 1980 Universal City Studios, Inc. All rights reserved. Battlestar Galactica is a trademark of and licensed by Universal City Studios,Inc. The advertising and editorial material appearing on pages 4, 5, 8, 9, 12, 13, 16, 20, 21, 24, 25, 28, 29, 31, and 32 only, copyright © 1980 Marvel Comics Group, a division of Cadence Industries Corporation. All rights reserved. Printed in the U.S.A. and simultaneously published in the U.S.A. and Canada. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition.

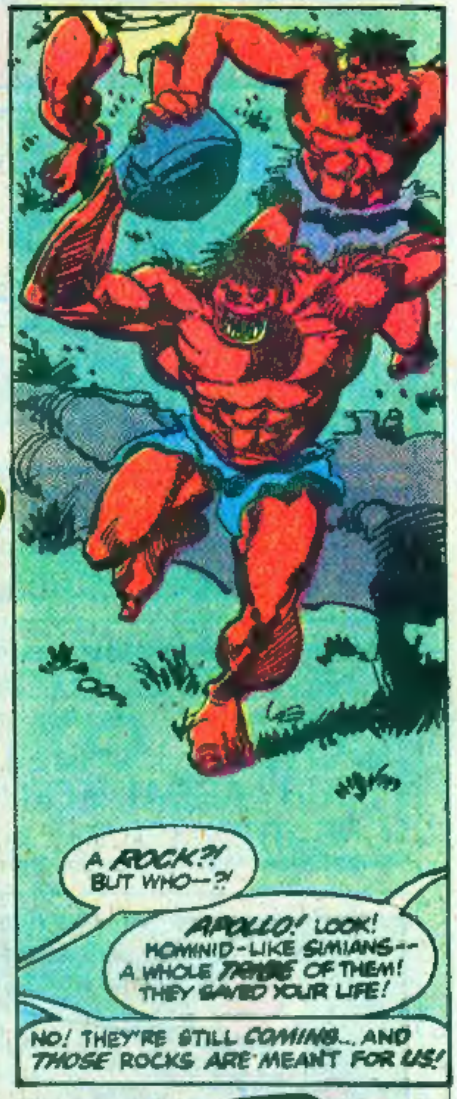

I WAS JUST PUTTING YOUR FRUIT SAMPLES IN THE SHUTTLECRAFT COOLER, ENOCH--
AND A SKELETON, APOLLO! A HUMAN SKELETON!
WHAT'S THIS?! LOOKS LIKE ONE OF THE FLEET'S SHIPS!
SEVERAL YEARS BEFORE THE CYLONS DESTROYED OUR HOME WORLD, WE CAPRICANS SPONSORED AN EXPEDITION TO AN UNCHARTED JUNGLE PLANET
THE EXPEDITION WAS LOST. I... THINK WE'VE FOUND IT!


IT'S GETTING COOL AND IT'S ALMOST DARK, ENOCH...
... SINCE WE'VE COMPLETED OUR MISSION, I SUGGEST WE HEAD BACK TO THE GALACTICA! THIS WORLD IS UN-EXPLORED AND MAY HOLD HIDDEN DANGERS.

AS IF ON CUE, A DEADLY ALIEN CARNIVORE HURLS ITSELF FROM THE CONCEALING BRANCHES ABOVE.
SKRRARR!

WHAT IN--?!

WHAM!



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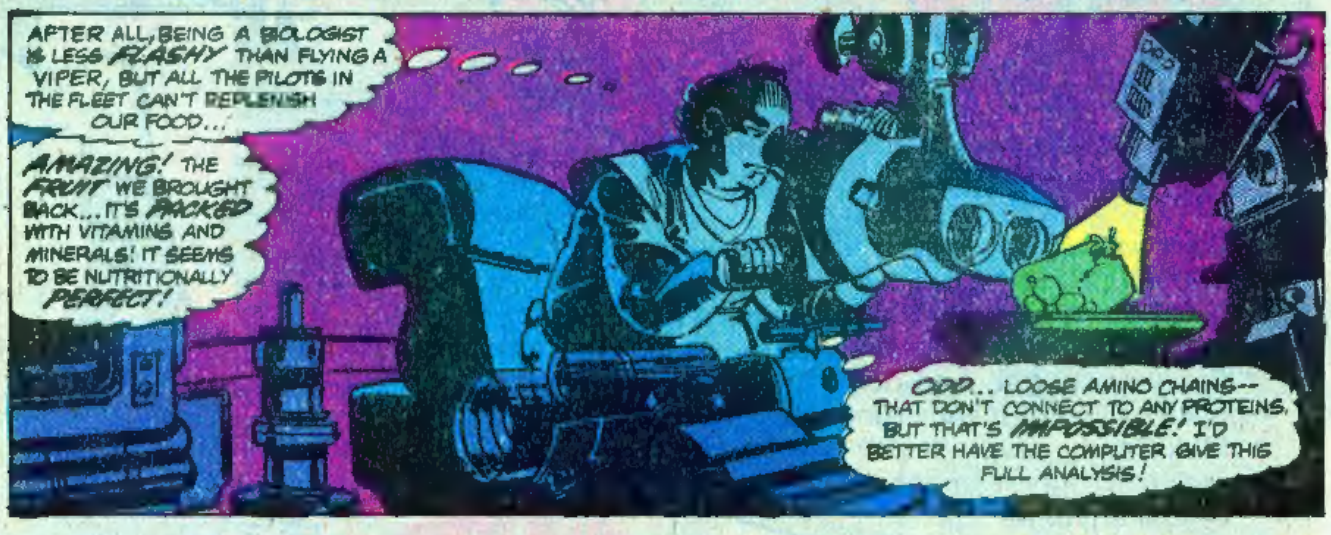
GOOD SHOT, MY BOY! THE REST OF THEM HAVE SCATTERED INTO THE JUNGLE!
THIS ONE'S STILL ALIVE! LET'S TAKE IT WITH US!
ANYTHING YOU WANT--AS LONG AS WE GET OUT OF HERE! I'VE HAD ENOUGH OF THIS PLACE!

LATER, IN ENOCH'S LAB ON BOARD THE BATTLESTAR GALACTICA...
BLAST IT! I USED TO BE THE BEST WARRIOR IN THE FLEET--I SHOULD HAVE BEEN ABLE TO HELP APOLLO!
IT'S JUST BEEN TOO LONG SINCE I'VE SEEN ACTION! I'M TOO OLD! TOO OLD!
AH WELL... MIGHT AS WELL GET THE FRUIT OUT OF THE REFRIGERATOR AND GET TO WORK!


AFTER ALL, BEING A BIOLOGIST IS LESS FLASHY THAN FLYING A VIPER, BUT ALL THE PILOTS IN THE FLEET CAN'T REPLENISH OUR FOOD...
AMAZING! THE FRUIT WE BROUGHT BACK... IT'S PACKED WITH VITAMINS AND MINERALS! IT SEEMS TO BE NUTRITIONALLY PERFECT!
ODD... LOOSE AMINO CHAINS--THAT DON'T CONNECT TO ANY PROTEINS. BUT THAT'S IMPOSSIBLE! I'D BETTER HAVE THE COMPUTER GIVE THIS FULL ANALYSIS!

AND WHILE I'M WAITING FOR THE RESULTS, I CAN EXAMINE THIS CREATURE!
FROM WHAT I SAW OF THE PLANET'S FLORA AND FAUNA, SUCH AN ANIMAL COULDN'T HAVE EVOLVED THERE!

WHICH MEANS THAT THESE MINDLESS CREATURES WERE BROUGHT TO THE PLANET FROM SOMEWHERE ELSE, OR--
UGH! SMELLS LIKE THE FRUIT IS BEGINNING TO ROT!
SNIFF

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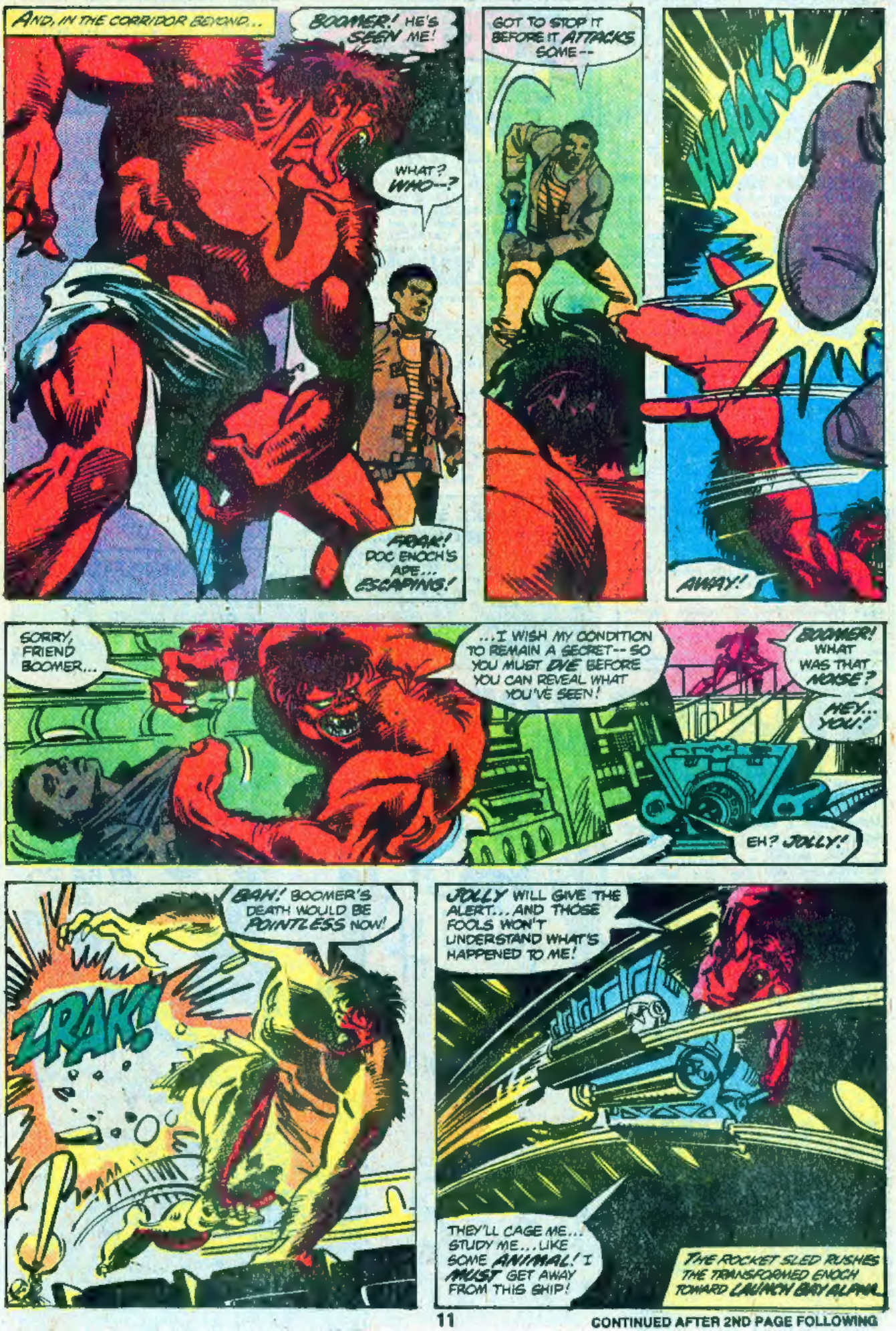
N-NO... B-BURNING UP...
I'VE POISONED MYSELF! I--
I'M-- CH-CHANGING--
INTO...
...OH, NO!
...ANALYSIS: AMINO CHAINS IDENTIFIED AS PROTO-VIRUS... ATTACKS CELLULAR DNA... FURTHER DATA REQUIRED TO PREDICT RESULTS OF VIRUS ATTACK ON HUMAN PSYSIOLOGY PROGNOSIS: PROBABLY DANGEROUS DO NOT EAT
DO NOT WHAT--?
YOU WARN ME NOW--
--BUT YOUR WARNING COMES TOO LATE!
IN HIS RAGE, ENOCH SMASHES THE COMPUTER--DESTROYING THE GALACTICA'S ONE SOURCE OF INFORMATION ABOUT THE APE...
...AND THE FRUIT...
WAIT... WHY AM I SO ANGRY? I FEEL... STRONGER... MORE POWERFUL THAN EVER BEFORE!
...AS IF I'VE REGAINED MY LOST YOUTH!
THIS FORM MAY HAVE ITS ADVANTAGES... AFTER ALL...
FLUSHED WITH POWER, ENOCH LEAVES HIS LAB...



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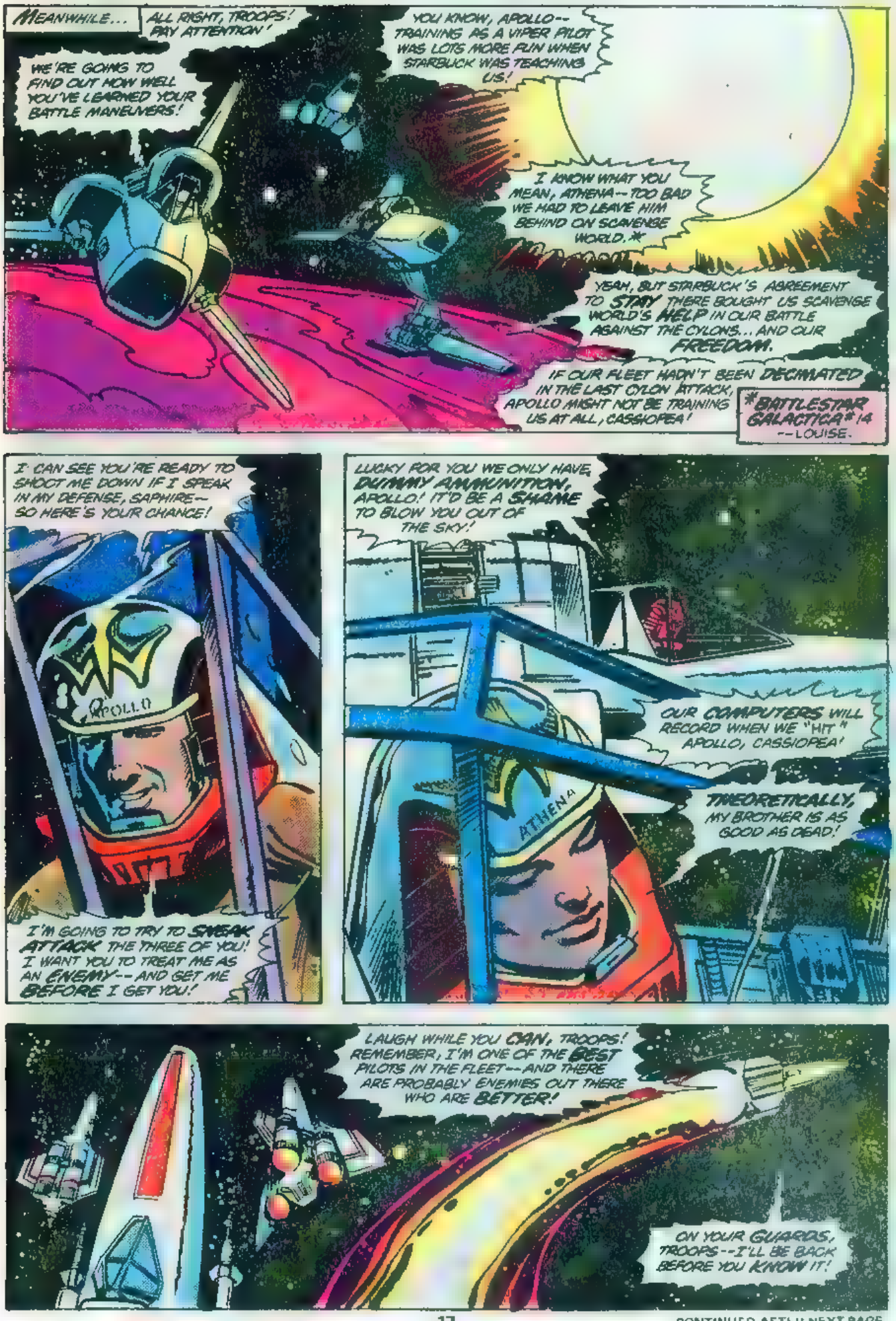
IN THE GALACTICA'S CONFERENCE ROOM...
COMMANDER ADAMA! THIS PLANET WE'VE FOUND... AM I TO UNDERSTAND IT IS INHABITABLE?
THE WORLD IS A TROPICAL RAIN FOREST... A JUNGLE... BUT IT WILL SUPPORT LIFE, YES! WHAT'S THE PURPOSE OF THIS INQUIRY?
COULD WE SETTLE THE PLANET, COMMANDER?
I... BELIEVE IT WOULD BE AN INAPPROPRIATE COURSE OF ACTION!
SOMEWHERE OUT THERE IS THE LOST COLONY-- EARTH!
THAT'S WHERE HUMANITY'S HOPE LIES!
YES, YES, ADAMA... WE KNOW THAT FINDING EARTH IS IMPORTANT TO YOU!
BUT THE PEOPLE HAVEN'T GOT YOUR STAMINA." THEY'RE TIRED FROM MONTHS OF FLEEING THROUGH SPACE, FACING DANGER AFTER DANGER...
...NOW THEY FACE STARVATION. THAT PLANET COULD PROVIDE NOT ONLY FOOD, BUT A NEW HOME FOR OUR PEOPLE!
WHAT HE MEANS IS-- LET'S STOP HUNTING MYTHS...
...AND TAKE WHAT WE'VE GOT!
AND WHAT OF THE DANGERS WE'D FACE ON A HOSTILE WORLD? WHO KNOWS WHAT AWAITS US DOWN THERE?
WE STAND A MUCH BETTER CHANCE OF SURVIVAL IF WE--
SORRY TO INTERRUPT, COMMANDER! THERE'S AN EMERGENCY CALL FOR YOU!
YES, TYGH! WHAT IS IT?
PATCH IT INTO THE R.A. SYSTEM, OLD FRIEND!
JOLLY HERE, COMMANDER! WE'VE GOT PROBLEMS-- ENOCH'S APE IS RUNNING AMOK ON THE SHIP! HE TANGLED WITH BOOMER AND NOW HE'S HEADING TOWARD BAY ALPHA...

I SUGGEST WE TABLE THE DISCUSSION FOR NOW, COUNCILMEN!
TSSH! ALERT ALPHA BAY TO THE POSSIBILITY OF ATTACK... HAVE BOOMER AND JOLLY GET THERE AT ONCE...
...AND HAVE A MEDICAL DETAIL MEET ME AT ENOCH'S LAB!
JOLLY! BOOMER! YOU HEARD THE COMMANDER--
--MOVE OUT!
ON OUR WAY, SIR!
I'M ACHING FOR A REMATCH WITH THAT THING!
AND AT LAUNCH BAY ALPHA...
RED ALERT! RED ALERT! LAUNCH BAY FACES IMPENDING ATTACK FROM ESCAPED ANIMAL! IT IS CONSIDERED DANGEROUS-- SHOOT TO STUN!
TOO LATE... YOU FOOLS!
EVEN YOUR FINEST WARRIORS ARE NO MATCH FOR ME!

THOUGH I AM FORCED TO FLEE NOW-- SOON THE FOOLS WILL UNDER-STAND!
IT IS ONLY A MATTER OF TIME UNTIL THEY, TOO, EAT OF THE FRUIT--
--THEN THEY WILL JOIN ME!
CAREFUL, BOOMER-- FROM THE LOOKS OF THIS PLACE, THE APE IS IN HERE ALREADY!
GREAT CAPRICA! THERE IT IS-- CLIMBING INTO A VIPER?!
UH...YOU DON'T SUPPOSE IT CAN FLY THAT CRAFT?
NOT BLOODY LIKELY!
JUST SHOOT NOW, PAL-- AND WE'LL GET OUR ANSWERS LATER!
SNEERING, ENOCH TURNS TOWARD THE PILOTS...
...AND WITH A GROWL THAT MIGHT BE LAUGHTER...
...HE HITS A SWITCH, CLOSING THE VIPER'S COCKPIT...
CLIK!
...AND SECONDS LATER, THE SHIP RIPS FROM THE SANCTUARY OF THE GALACTICA INTO THE BLACK STILLNESS OF SPACE.
INSIDE THE VIPER, A TREMOR RIPPLES THROUGH ENOCH'
IN HIS YOUTH, HE'D BEEN ONE OF THE BEST PILOTS IN THE FLEET-- BUT ABLE HAD ROBBED HIM OF HIS PROWESS.
NOW, IN HIS NEW FORM, HE FINDS HE HAS REGAINED ALL THE OLD SKILLS AND REFLEXES--
--AND HE LOVES IT!
I DON'T BELIEVE IT! I JUST DON'T BELIEVE IT!



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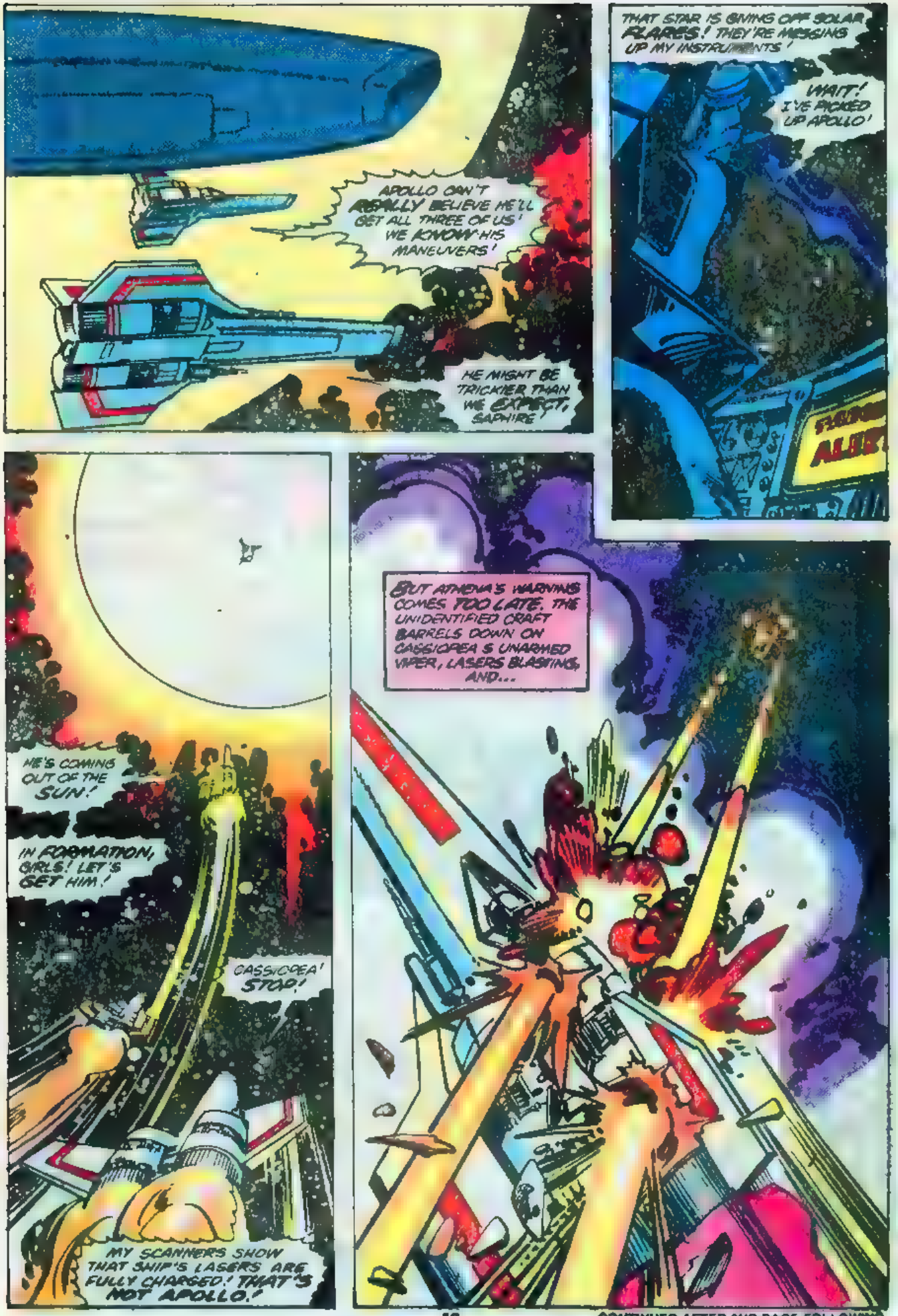

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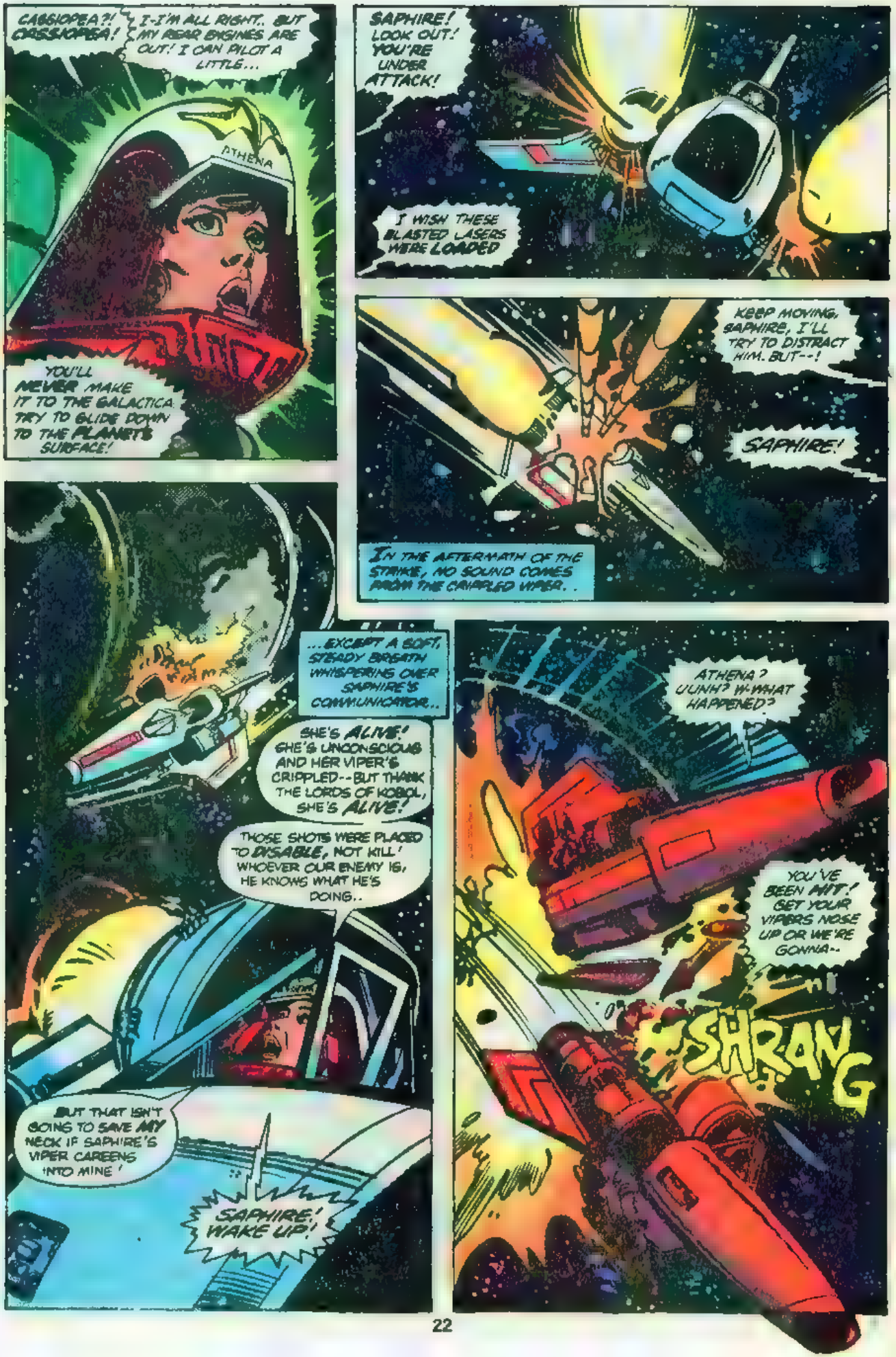
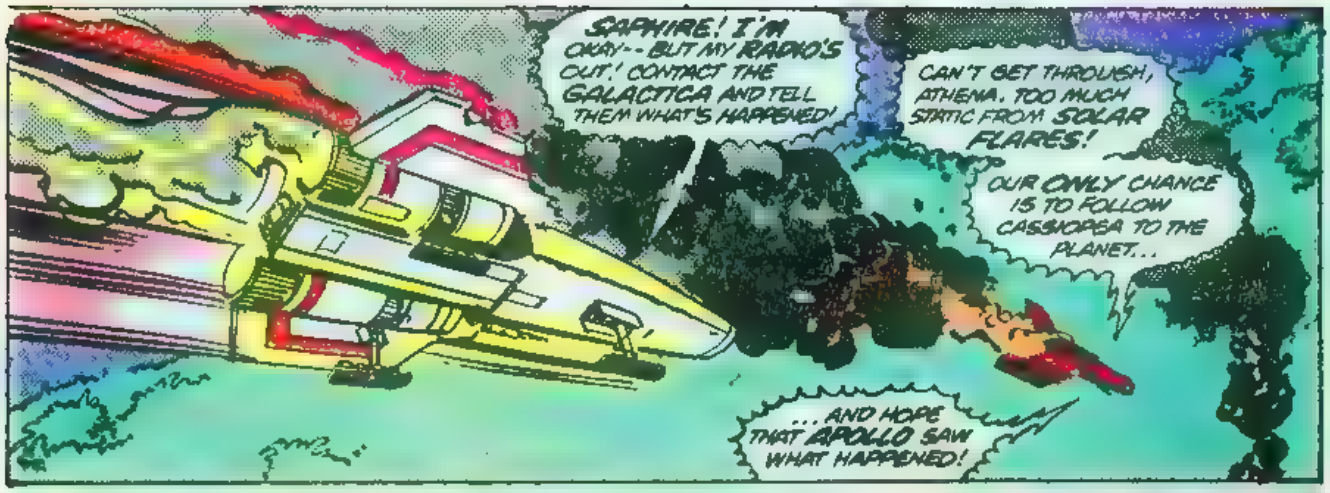
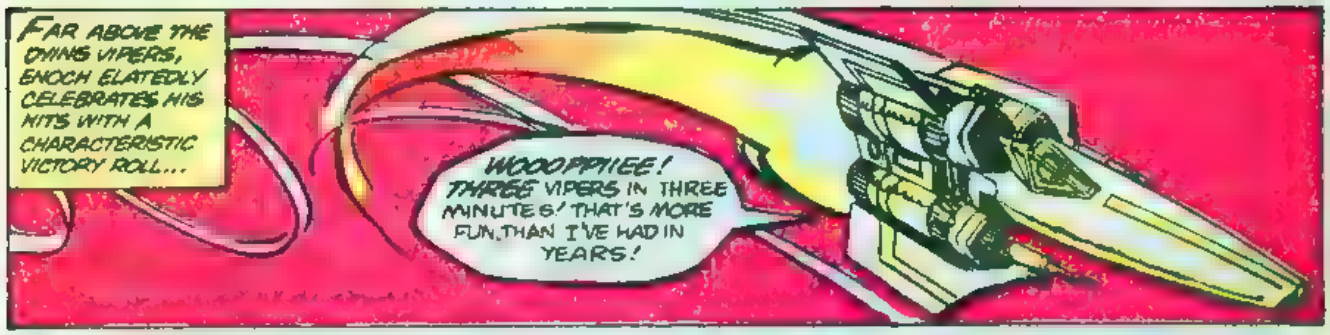
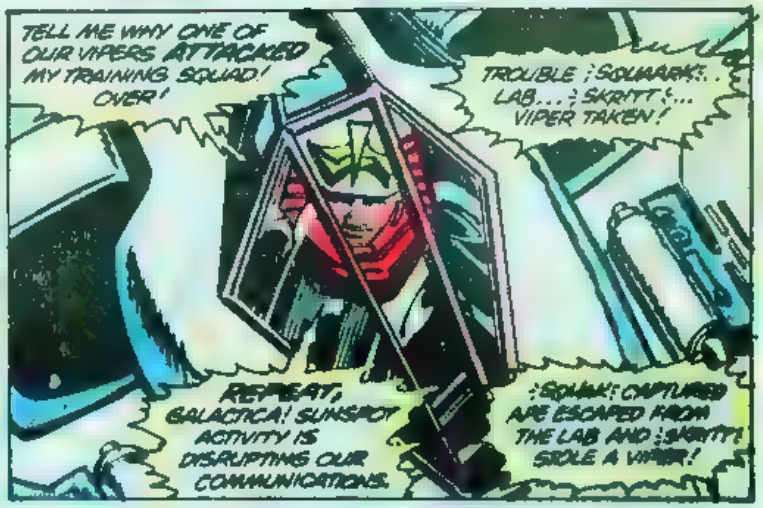

CASSIOPEA?! CASSIOPEA!
I-I'M ALL RIGHT.. BUT MY REAR ENGINES ARE OUT! I CAN PILOT A LITTLE...
ATHENA
YOU'LL NEVER MAKE IT TO THE GALACTICA. TRY TO GLIDE DOWN TO THE PLANET'S SURFACE!
SAPHIRE! LOOK OUT! YOU'RE UNDER ATTACK!
I WISH THESE BLASTED LASERS WERE LOADED
KEEP MOVING, SAPHIRE, I'LL TRY TO DISTRACT HIM. BUT--!
SAPHIRE!
IN THE AFTERMATH OF THE STRIKE, NO SOUND COMES FROM THE CRIPPLED VIPER..
...EXCEPT A SOFT, STEADY BREATH WHISPERING OVER SAPHIRE'S COMMUNICATOR..
SHE'S ALIVE! SHE'S UNCONSCIOUS AND HER VIPER'S CRIPPLED--BUT THANK THE LORDS OF KOBOL, SHE'S ALIVE!
THOSE SHOTS WERE PLACED TO DISABLE, NOT KILL! WHOEVER OUR ENEMY IS, HE KNOWS WHAT HE'S DOING..
BUT THAT ISN'T GOING TO SAVE MY NECK IF SAPHIRE'S VIPER CAREENS INTO MINE!
SAPHIRE! WAKE UP!
ATHENA? UUNH? W-WHAT HAPPENED?
YOU'VE BEEN HIT! GET YOUR VIPER'S NOSE UP OR WE'RE GONNA--
SHRANG







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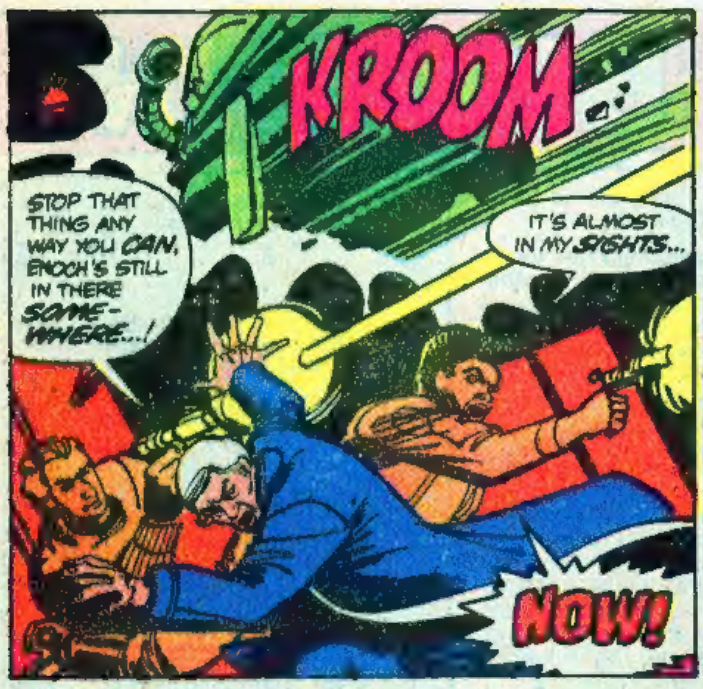
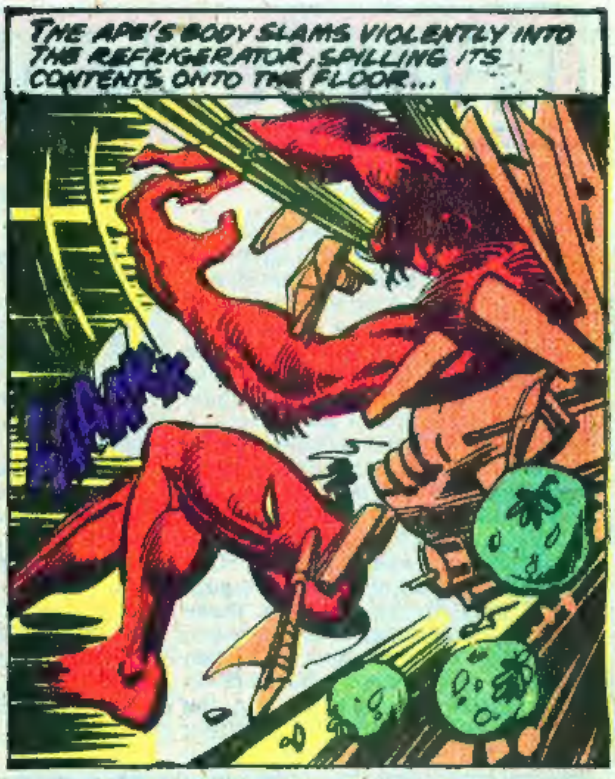
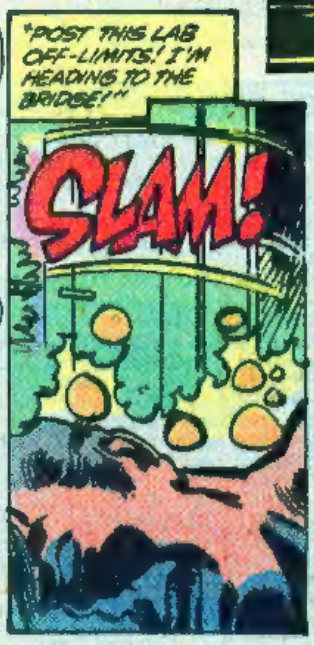
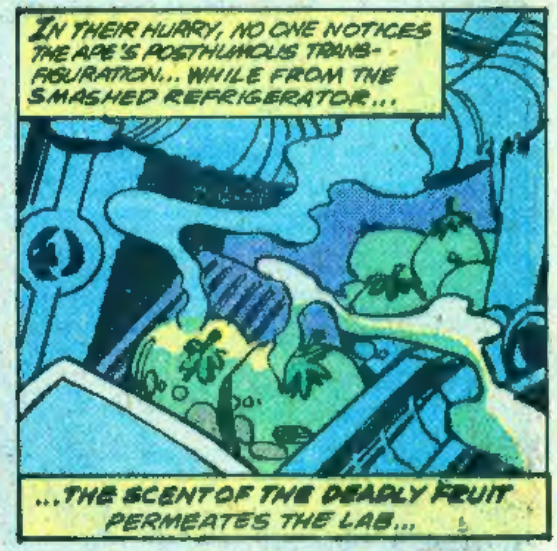
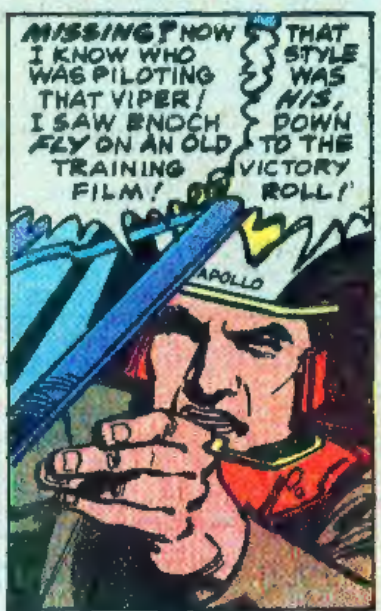
MEANWHILE, ON THE GALACTICA...
ADAMA AND TWO MEDICAL SPECIALISTS MEET AT ENOCH'S LAB...
UNFORTUNATELY...
THE LAB DOOR-- IT'S JAMMED!
SEND FOR A COUPLE OF MILITIA MEN! THEY'LL OPEN IT!
NO NEED FOR THAT, SIR...
...I CAN HANDLE IT!
UNGH!
WOM!
WHAT A MESS!
GREAT CAPRICA! THE APE'S STILL HERE! THEN WHAT'S PILOTING THAT VIPER--?
THAT MONSTER'S SUPPOSED TO BE SEDATED..
RAARR
...BUT WE JUST STARTLED IT INTO FREEING ITSELF!
XANG!
LOOK OUT!
HERE IT COMES -- AND IT'S OUT TO KILL!

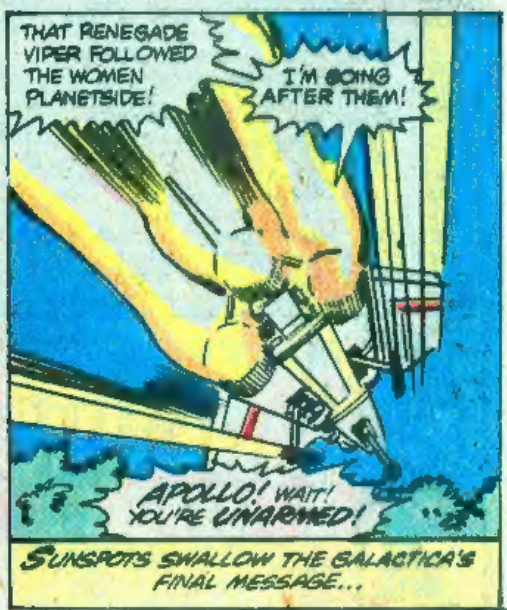












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NEXT: FORBIDDEN FRUIT

BATTLESTAR BULLETINS

c/o MARVEL COMICS GROUP
575 Madison Avenue
New York, New York 10022

LOUISE JONES
EDITOR
DANNY FINGEROTH
ASSISTANT EDITOR

Dear Roger, Walt, and Klaus,

BATTLESTAR GALACTICA #12 was great! Starbuck was especially well characterized. I loved pg. 7, panels 6-8, where Starbuck was saying his goodbyes. Also, good riddance to the Memory Machine. It was a good idea at the beginning, but things began to get confusing when you kept switching back and forth between Adama's memories and what was actually happening on board the ship.

I'm also glad that you are diverging from the show in several areas — that Baltar still lives, and the Galactica has remained in the void for a period of time. I feel that this is more realistic than the stories we saw on the TV show. In addition, such divergences give you better opportunities for continued stories and more creativity.

Rich Davis
2441 McCoy Rd.
Columbus, OH 43220

Dear Rog, Walt, and Klaus,

Another masterpiece! I'm talking about BATTLESTAR GALACTICA #12. The story was (as usual), great, and the art was also excellent. With each new issue, you surpass yourselves. I'm glad you got rid of the Memory Machine. I liked the sub-plot for awhile, but now you have more room for some all-out laser-blasting battles. I'm glad that you seem set to give us one next issue.

Getting back to the art, Klaus Janson really has talent for inking science fiction stories, and I especially liked his work in the sequence where Adama emerges from the Memory Machine. Keep up the good work. I also think you should keep the team of Roger and Walt on as scripter and artist for *yarhens* (years for non-fanatics).

I did find one error. When Starbuck goes walking out of the conference room on page 6, saying that he will make his decision within the "hour," any Galactica fan knows that they do not use the term "hours" on the show. They use *micron* for second, *centon* for minute, *center* for hour, *secton* for week, and *yarhen* for year. But you only made a minor error, and it didn't hinder the story at all.

I really hope that Marvel will continue to do such outstanding work. As long as you do, I'll be reading BATTLESTAR GALACTICA.

Kevin Halstead
24 Maplewood Rd.
Hartsdale, NY 10530

As you probably noticed, Kevin, as of this issue, we have dropped the *Galactic*-ese terms for time and distance in favor of their English equivalents. Since they match exactly, this will in no way change the story lines and it will limit confusion for the non-fanatics.

Dear Louise, Roger and Walt,

BATTLESTAR GALACTICA is a perfect example of good intentions gone bad. The series, in both its television and comic book incarnations, is rife with undeveloped concepts, botched execution, and no real focus or direction.

The basic idea is sound, if derivative. It's basically the Odyssey rewritten as a space opera. The first problem is that the situation has never been properly explored. What do we know about the Galactica? What are its layout and design... its extent and capabilities? The Galactica has never been the real ship that the USS Enterprise is because no thought has ever been given to the realities of a working ship. Interesting appearances do not necessarily make an interesting spacecraft.

And what do we know about the people? What are their motivations? A reader cannot care about mere plot-pushing automatons. McKenzie could take a few lessons from Claremont on establishment, development and consistency of characterization. For my money, some of the emphasis could be taken off Apollo and Starbuck in favor of Adama and Tigh and the Council of the Twelve. The machinations of the political and military leaders of the fleet would make eminent material for plot developments.

Also, the women are sorely neglected. Athena, you will remember, is a full-fledged warrior, but this has been completely ignored. She has also been shown as a teacher and a member of the bridge crew. Obviously, she is a highly talented lady and some elaboration would be welcomed. Regarding Cassiopea, it would seem that a former socialator would be held in contempt by the more "respectable" women. Her experiences in this area might give her a keen insight into the workings of the male mind, and this would make her a potentially valuable diplomat.

Boxey has shown surprisingly little trauma for a child who has lost his mother and whose father is constantly risking his life. What about the people on the other ships? We know that a definite class system existed on the colonies. How would the classes be affected by the loss of their worlds? What sort of conflicts would arise when different classes of people suddenly found themselves in equal need and equal danger?

Then there are the Cylons. Pure dross. Even those idiotic television writers realized how boring those stupid robots became after a while. If you insist on using them, please discuss the origins of the human-Cylon conflict.

Artwise, things aren't bad. The covers are nice, but keep Rich Buckler away from them. I wish you'd replace Klaus Janson on Simonson, though. A more subdued inker would refine Walt's rather flamboyant pencils, and would probably heighten the effect of suspense that you so often strive for. Also, the color has been dismal of late. Rousos is a rather direct and unrealistic colorist. In such consistently fantastic surroundings, a logically realistic color scheme will often enhance the unearthly atmosphere.

Gary L. Day
526 N. 19th St.
Philadelphia, PA 19130

Good suggestions, Gary. We admit that we've bypassed in-depth characterization for space action, but now that the Void-Memory Machine storyline is over, we have opportunity to spotlight characters, as in the recent issues featuring Boxey, Boomer and the Cylon Mark-III. Let us know if this is more like what you had in mind.